



CREATURE CARD



CREATURE CARDS

Ask a grown up to help you get started!

1. Cut out the Card along the dotted line.
2. Collect all 6 cards to complete your set!
3. Colour in your picture and bring it along to SEA LIFE to show the team and have it displayed.



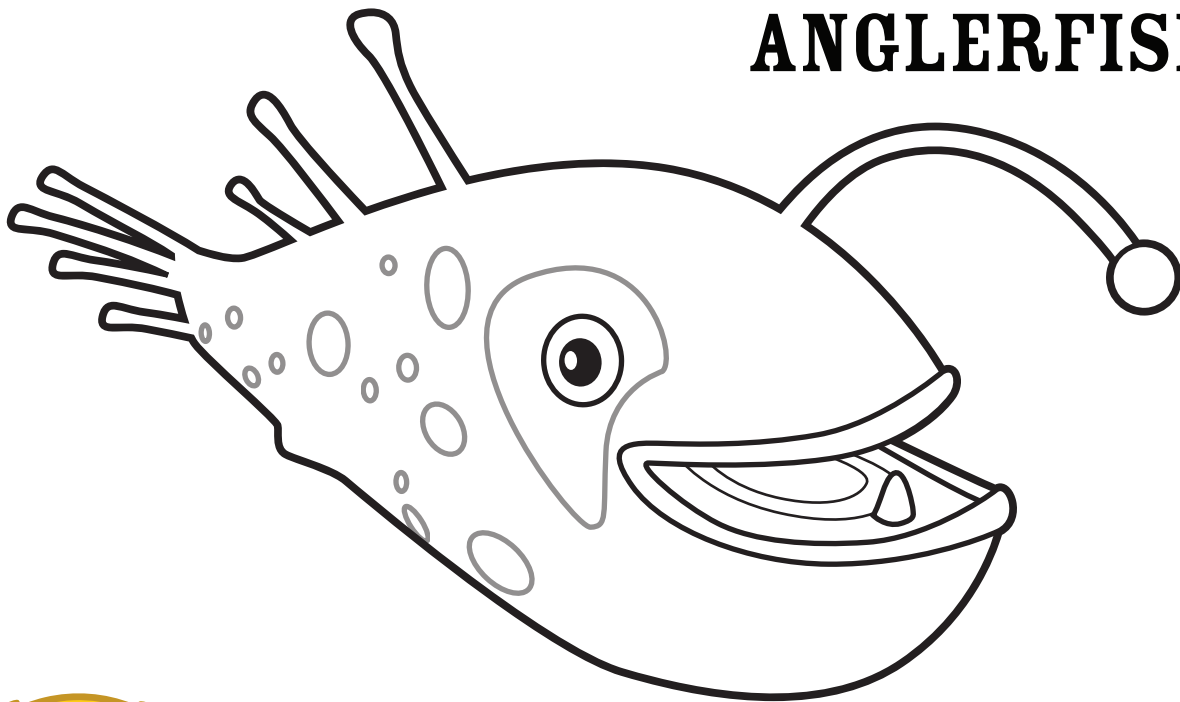
01 ANGLERFISH



The anglerfish uses a light sticking out of its head to attract other fish – and then it eats them!



ANGLERFISH



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SEA LIFE

**NEW
EVENT**
Jun 12 - Jul 11
2021



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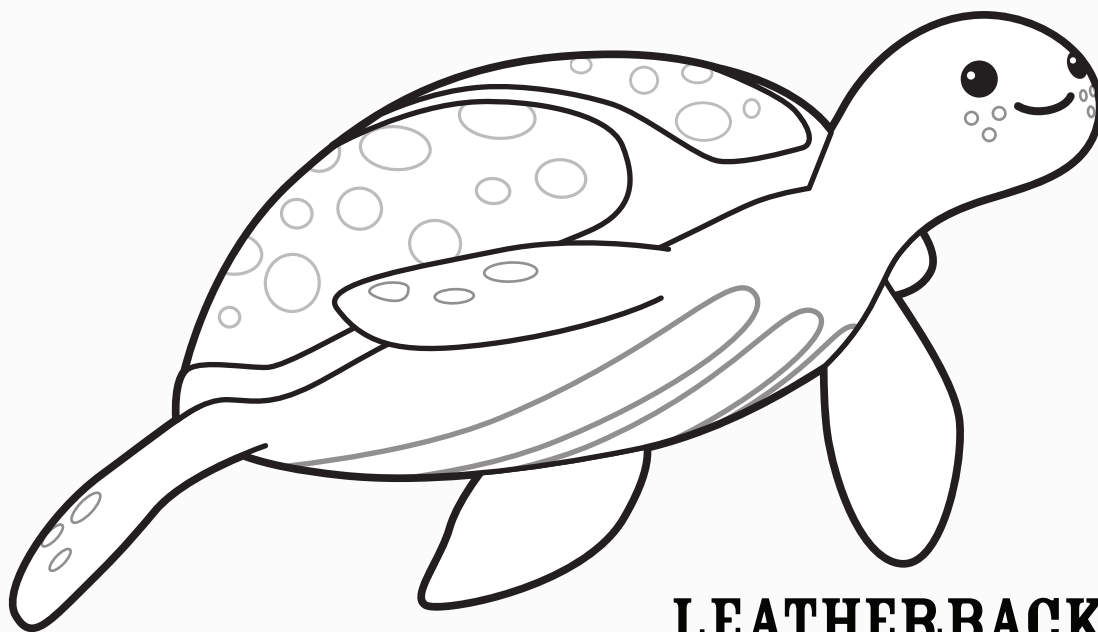


02

LEATHERBACK SEA TURTLE



The leatherback sea turtle is the fastest moving reptile in the world and travels the furthest distances of any turtle!



LEATHERBACK
SEA TURTLE

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03

BLUE CRAB & SEA URCHIN

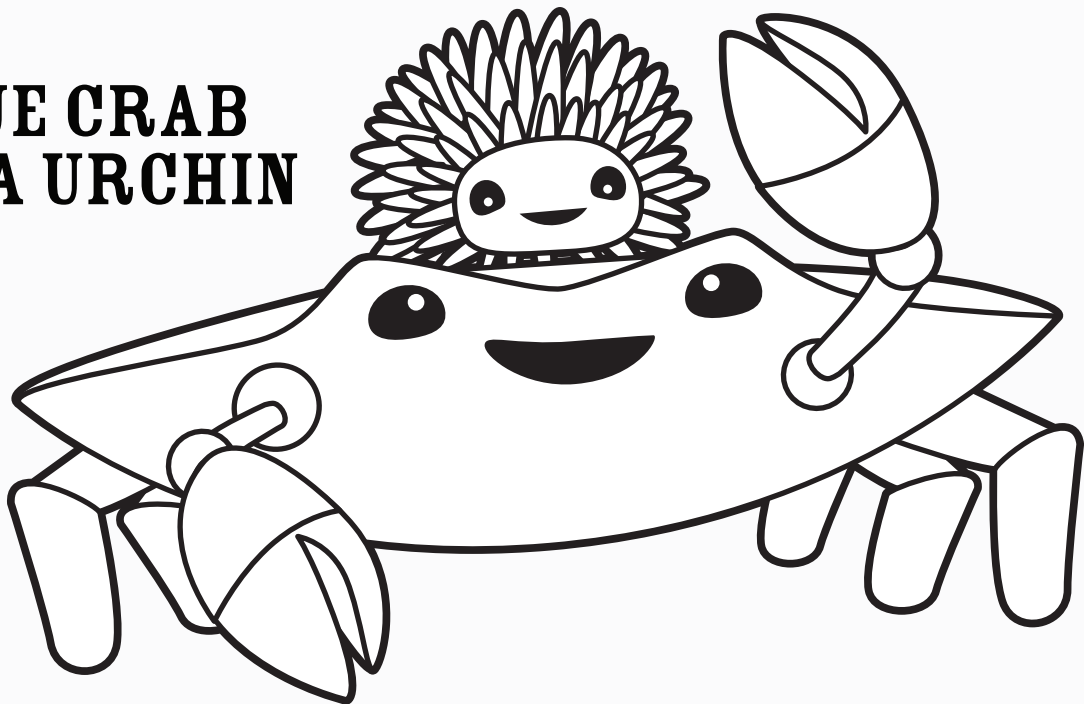


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Sometimes a crab will let a spiky urchin live on its back. The urchin's spikes help keep the crab safe, while the crab helps the urchin find food.



BLUE CRAB & SEA URCHIN



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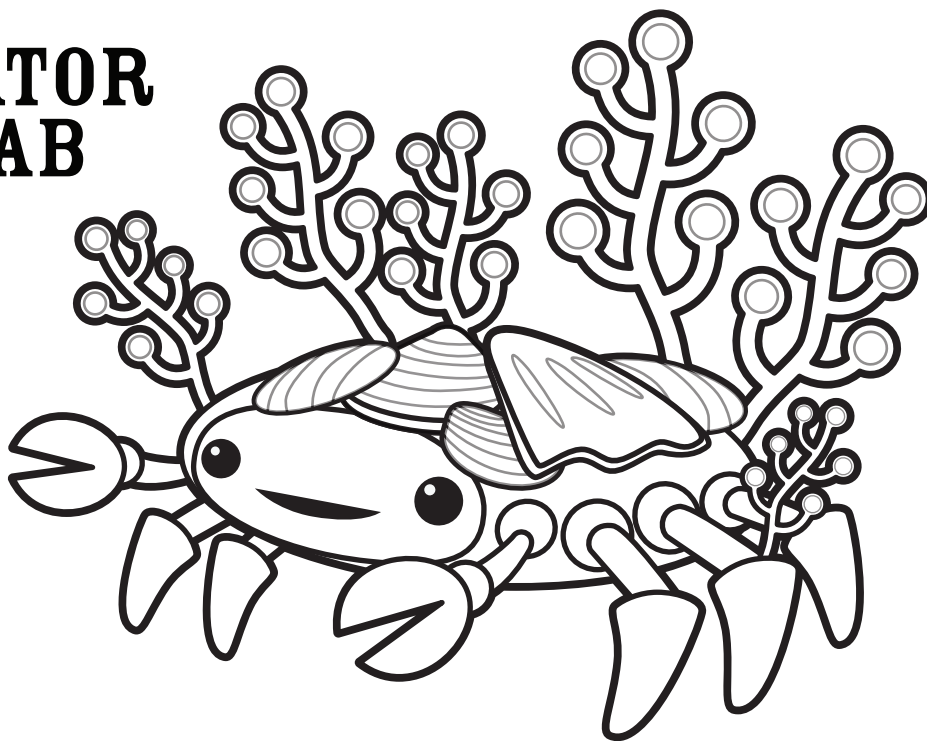
05 DECORATOR CRAB



The decorator crab gathers shells, algae and anything it can find, and makes a special glue to stick the stuff to its shell!



DECORATOR CRAB



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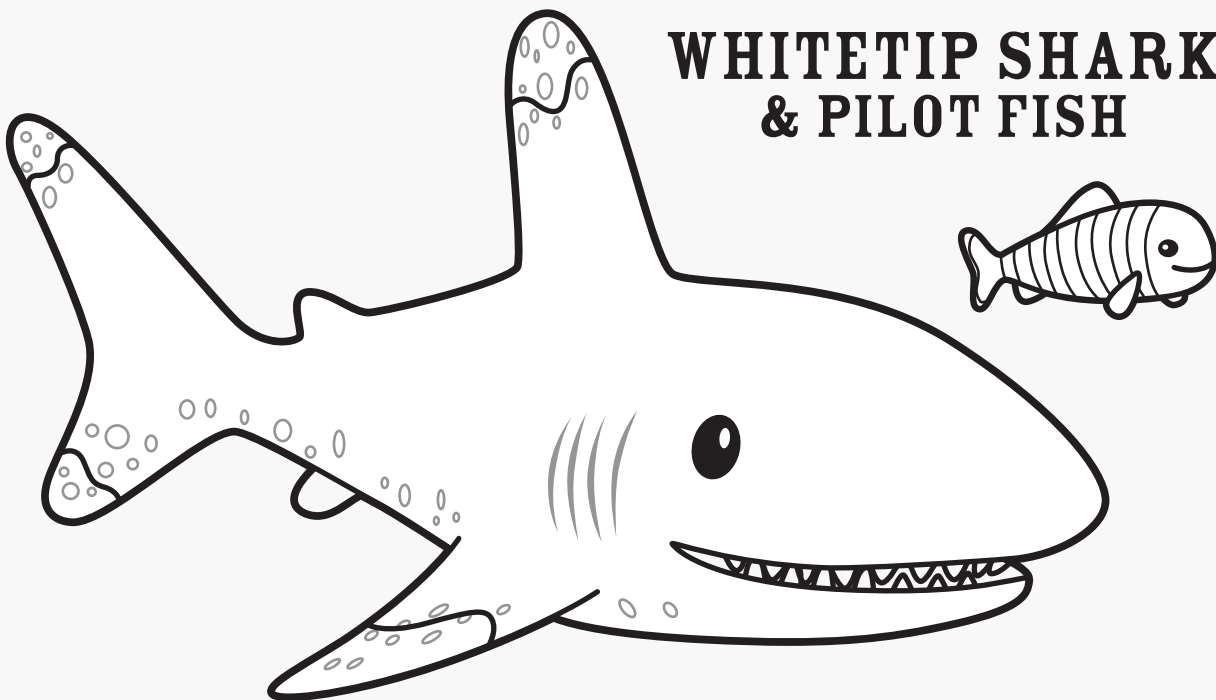
04 WHITETIP SHARK & PILOT FISH



A pilot fish follows a shark around, but never gets eaten! The fish cleans the shark, and the shark keeps the fish safe!



WHITETIP SHARK & PILOT FISH



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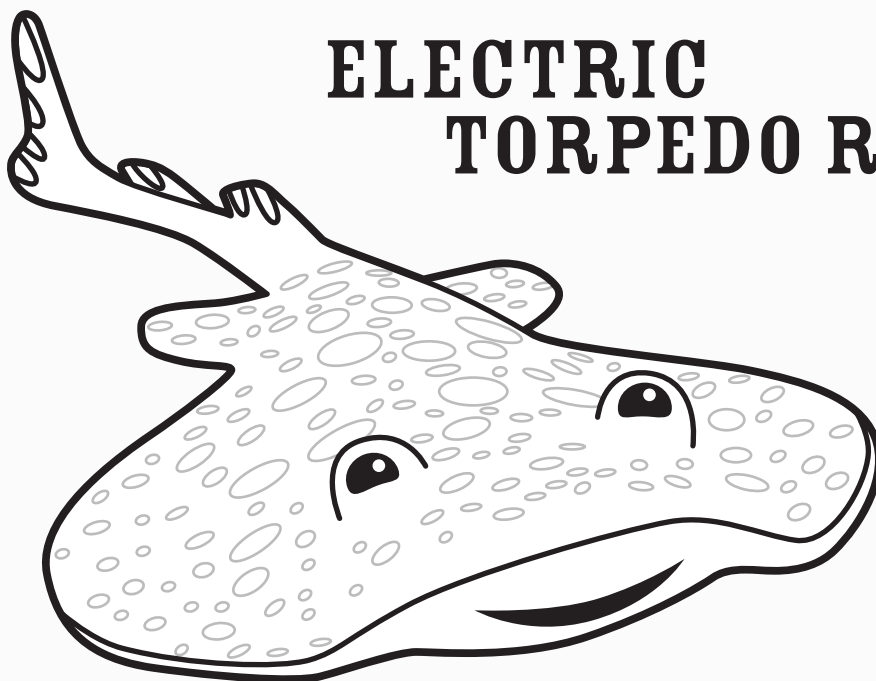
06 ELECTRIC TORPEDO RAY



The electric torpedo ray can create a strong electric shock to zap other fish when it's scared... or hungry!



ELECTRIC TORPEDO RAY



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